## **City of Bellevue**



## 2020 Fee Schedule for Miscellaneous & Predevelopment Services & Actions

Miscellaneous & Predevelopment Services & Actions								
Application Type	Operations Fee	Land Use Review	Clearing & Grading Review	Transportation Review	ROW Review	Fire Review	Utility Review	Building Review
Submittal Fees								
Hourly Rates		\$184	\$111	\$193	\$193	\$173	\$165	\$111
Accessory Dwelling Unit Approval (LX)	\$41	\$368						
Building Preapproval of Single Family Plans (DJ)	\$41							
Child Care Registration (LV)	1	\$277				1	-	
Current Zoning Status (DG)	1	\$368				1	1	
Home Occupation Permit (LH)	-	\$956					-	
Land Use Code Interpretation (DA)	-	\$368 deposit ▲				-		
Noise (LY)	1	\$184					1	
Preapplication Conference (DB)	No Charge							
Predevelopment Services (DC) Fees depend on which service is requested.	1	\$368 deposit ▲	\$111 deposit ▲	\$386 deposit <b>▲</b>	\$98 deposit ▲	\$346 deposit ▲	\$248 deposit ▲	\$222 deposit <b>^</b> #
Request for Reasonable Accommodation (DD)	No Charge							
Temporary Encampment (LZ) <b>©</b>		\$148			\$59	\$87 *		
Temporary Use Permit (LR) ±		\$148			\$59	\$138 *		
Vendor Cart Permit (LT)		\$368						

Effective 1/1/2020

- A \$230 fee is collected at submittal for one Land Use Notice Sign. If additional signs are required, you will be billed.
- ▲ We charge the hours of review and inspections against the deposit. If the deposit is depleted, you will receive a bill monthly for any additional hours. We will refund any remaining deposit balance.
- This plan review estimate is based on the fair market valuation of the labor and materials needed to do your project. Call Permit Processing for an estimate or read the fee table for valuation-based construction fees.
- \* A \$173 fee for a Fire inspection will be collected at issuance when the scope of work requires the inspection.
- # Building Review may include Mechanical Review, Electrical Review and/or Plumbing Review.
- ± If the scope of work is a Temporary Government Facility we only charge for Land Use review